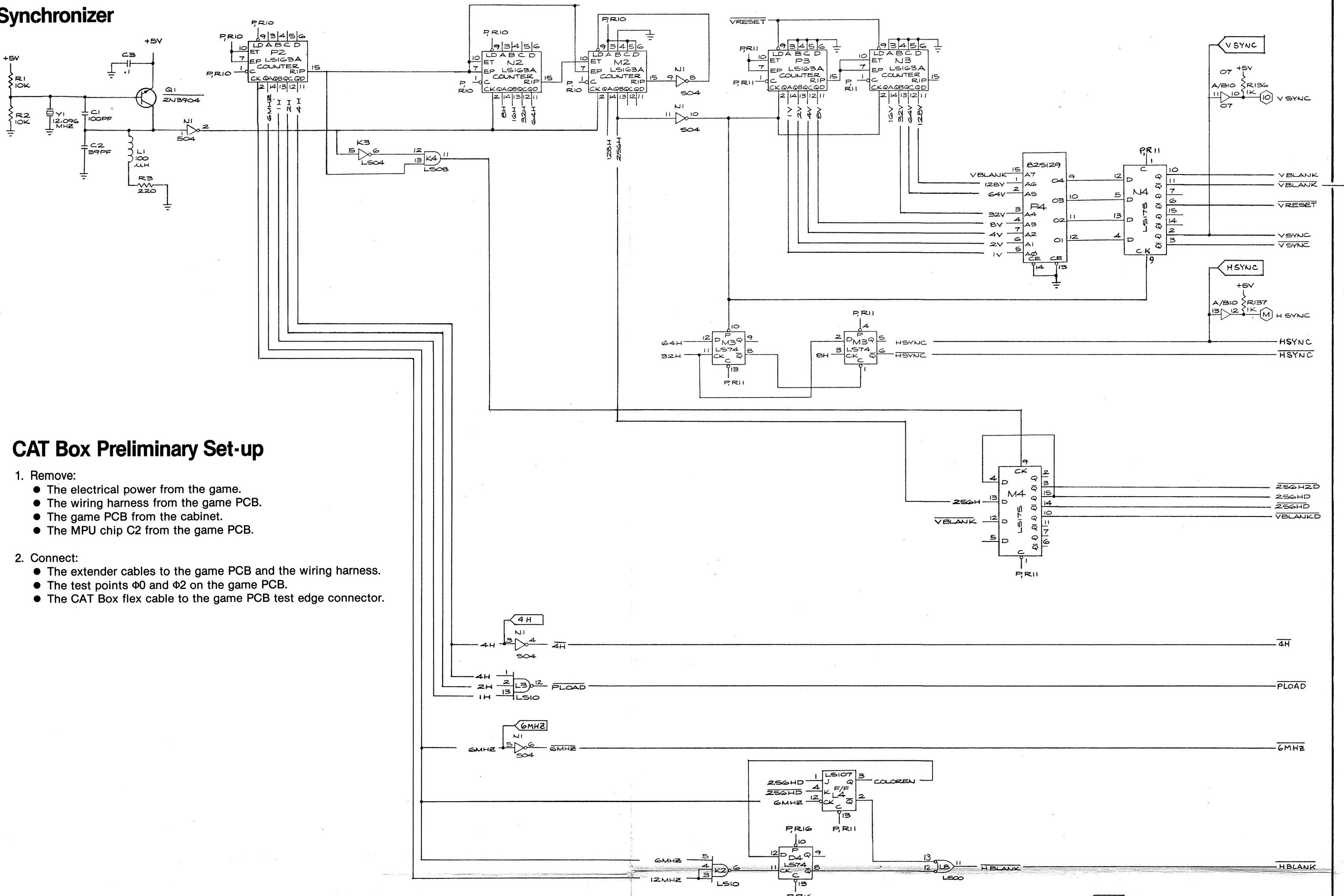
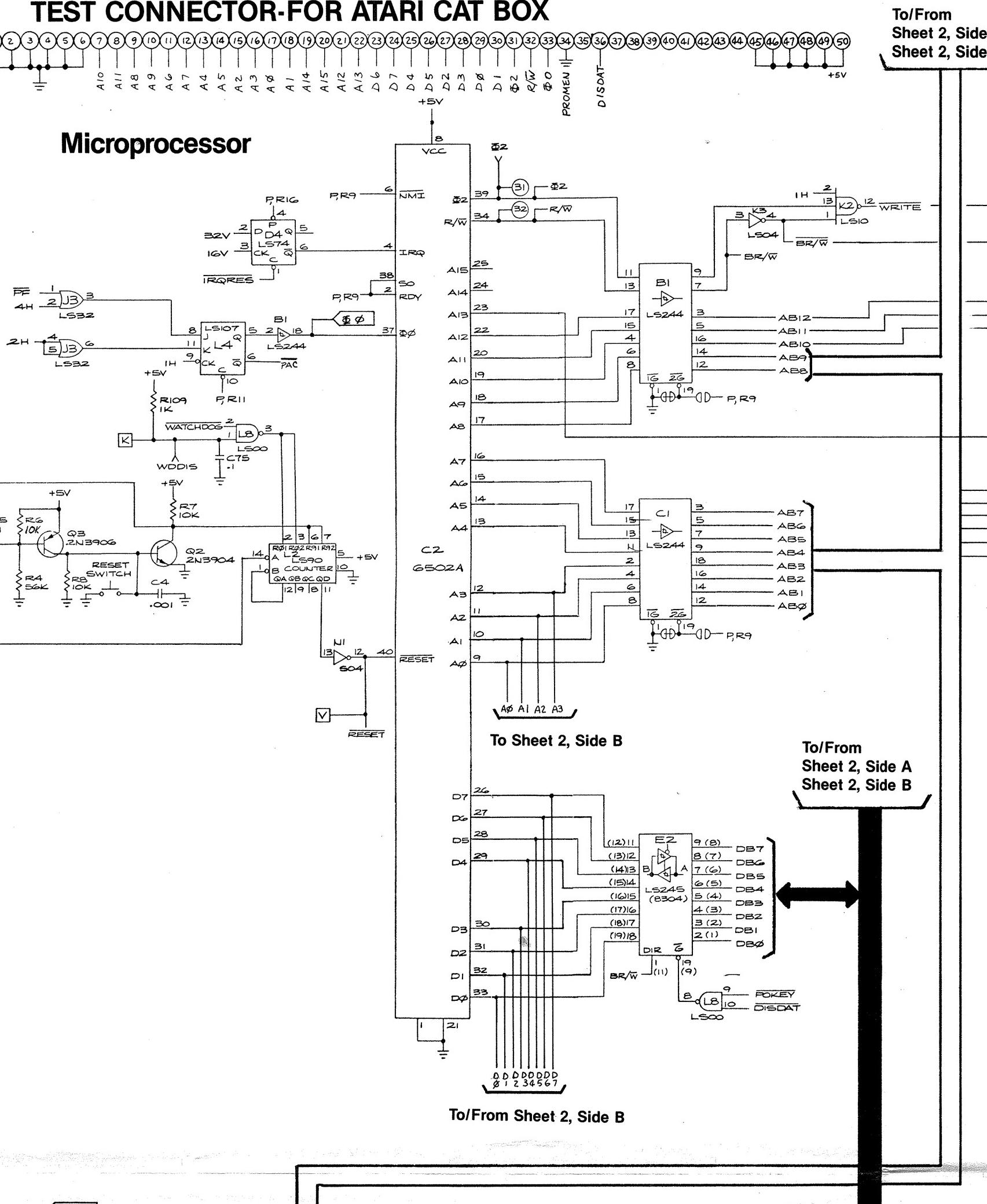


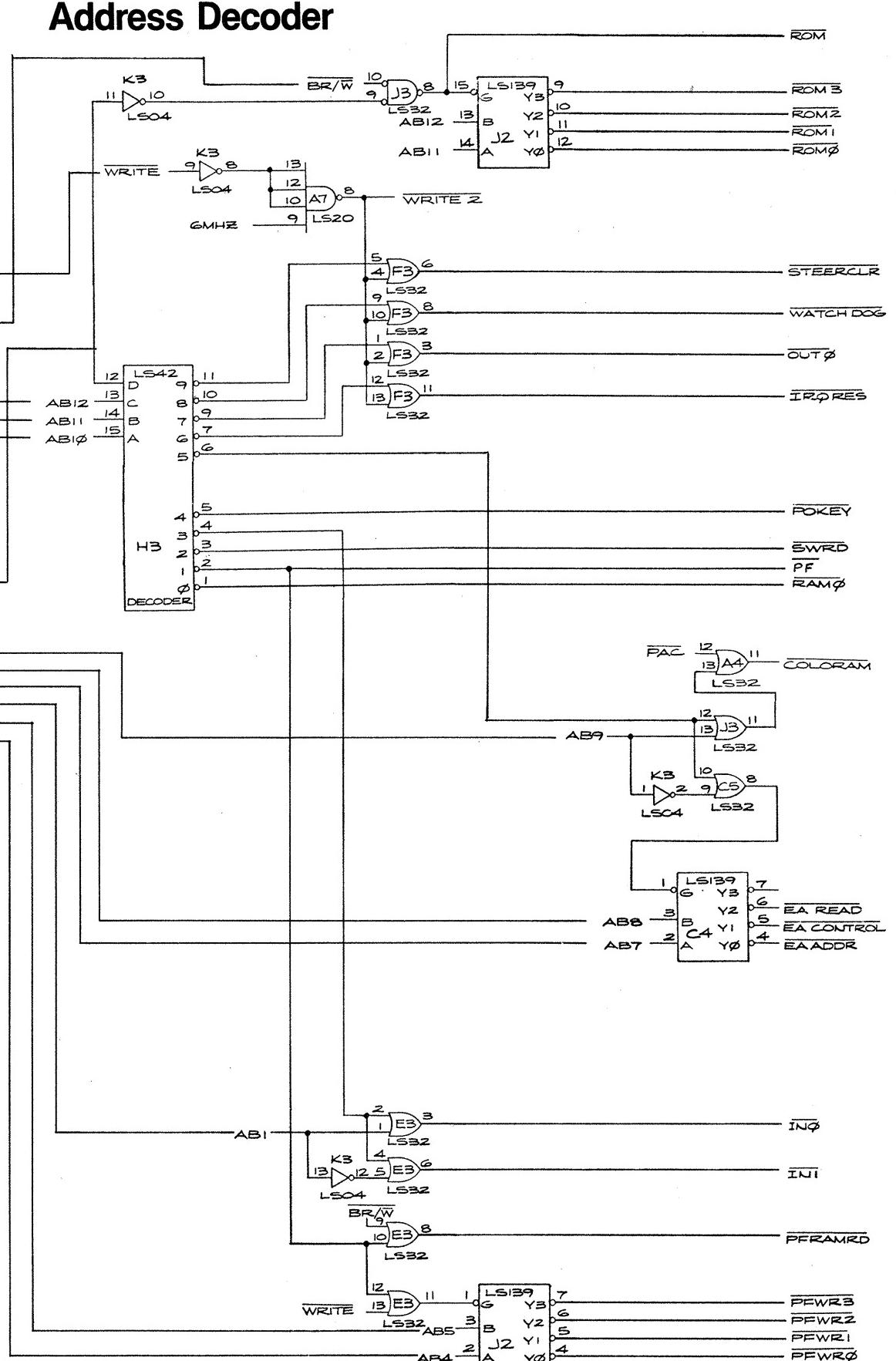
Synchronizer



TEST CONNECTOR-FOR ATARI CAT BOX



Address Decoder



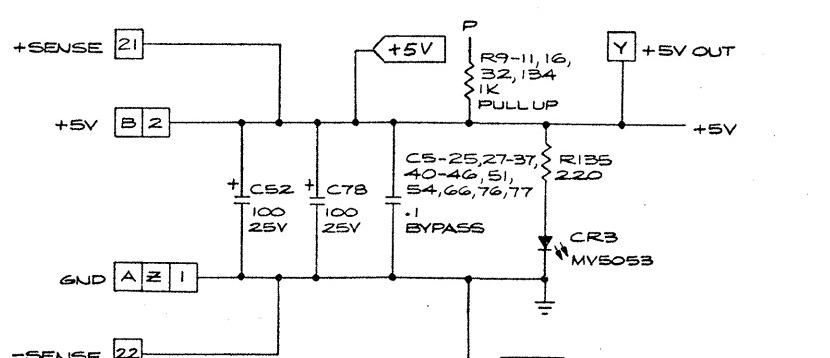
Diagnostic Tests

Instruction	Use of Test
1. Hold the slam switch closed, while setting the self-test switch to the on position.	The monitor displays the color hue adjustment pattern of 16 rectangles, as follows. Do not attempt any color hue or brightness adjustments unless you are a qualified color TV technician!
Pale Yellow-Green Light Green Deep Rose Navy Blue	Orange Dark Green Red Black
White Light Blue Purple Royal Blue	Deep Yellow Lime Green Red Black

A convergence pattern appears with a grid of white dots on a black screen. Do not attempt any convergence adjustments unless you are a qualified color TV technician!

Check attract-mode display and readjust brightness if necessary.

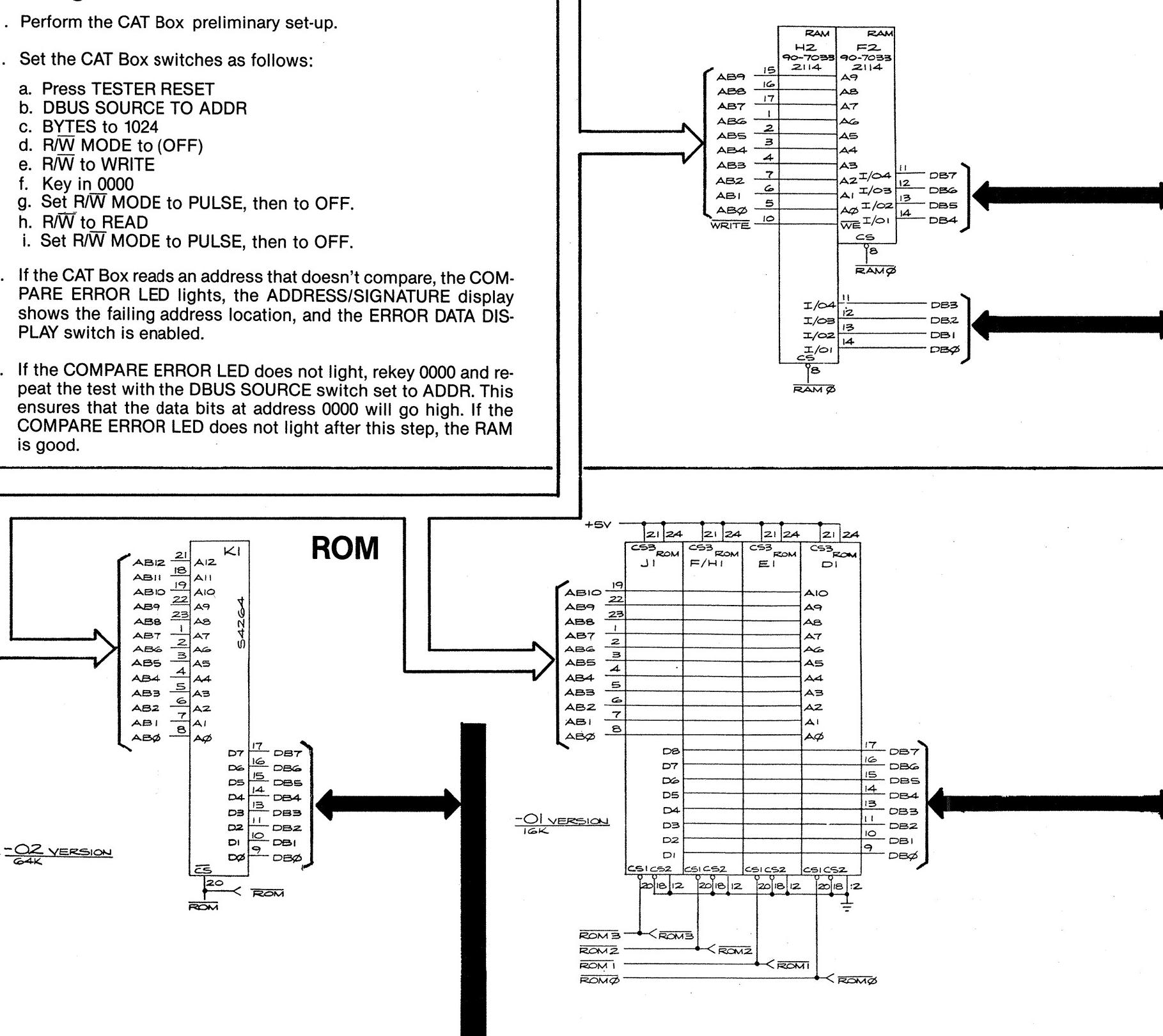
Power Input



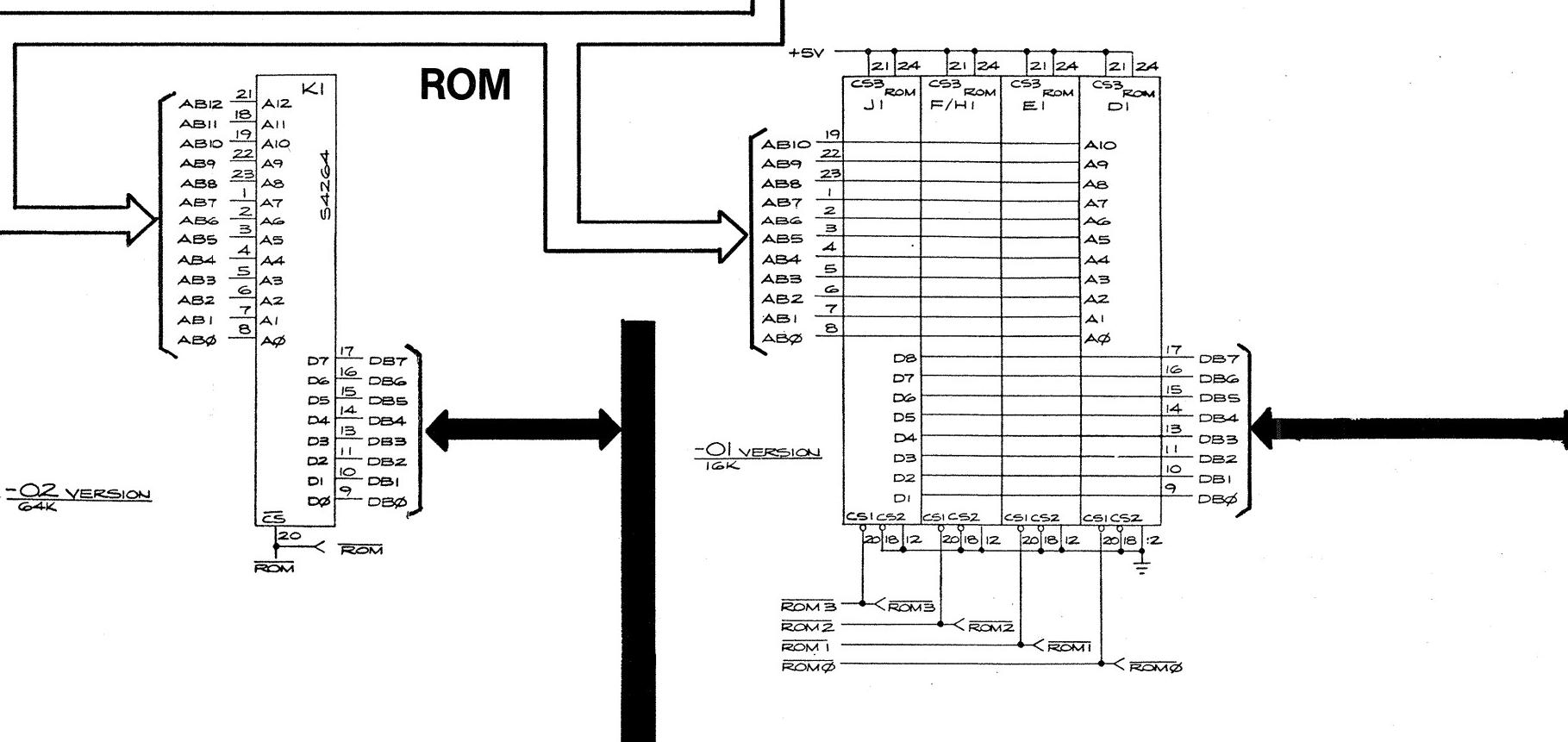
Testing the RAM

- Perform the CAT Box preliminary set-up.
- Set the CAT Box switches as follows:
 - Press TESTER RESET
 - DBUS-SOURCE to ADDR
 - BITES to 1024
 - R/W MODE to (OFF)
 - R/W to WRITE
 - Key in 0000
 - Set RW MODE to PULSE, then to OFF
 - R/W to READ
 - Set RW MODE to PULSE, then to OFF
- If the CAT Box reads an address that doesn't compare, the COMPARE ERROR LED lights, the ADDRESS/SIGNATURE display shows the failing address location, and the ERROR DATA DISPLAY switch is enabled.
- If the COMPARE ERROR LED does not light, key 0000 and repeat the test with the DBUS SOURCE switch set to ADDR. This ensures that the data bits at address 0000 will go high. If the COMPARE ERROR LED does not light after this step, the RAM is good.

RAM



ROM



Memory Map

HEXA-DECIMAL ADDRESS	R/W	DATA						FUNCTION		
		D7	D6	D5	D4	D3	D2	D1	D0	
0000-03FF		D	D	D	D	D	D	D	D	RAM
0400-07BF		D	D	D	D	D	D	D	D	Playfield RAM
07C0-07CF		D	D	D	D	D	D	D	D	Motion Object Picture
07D0-07DF		D	D	D	D	D	D	D	D	Motion Object Vert.
07E0-07EF		D	D	D	D	D	D	D	D	Motion Object Horiz.
07F0-07FF		D	D	D	D	D	D	D	D	Motion Object Color
0800	R	D	D	D	D	D	D	D	D	Option Switch 1 (0 = On)
0801	R	D	D	D	D	D	D	D	D	Option Switch 2 (0 = On)
0C00	R	D	D	D	D	D	D	D	D	Horizontal Mini-Trak Ball™ Inputs
0C01	R	R	R	R	R	R	R	R	R	VBLANK (1 = VBlank)
		D	D	D	D	D	D	D	D	Self-Test (0 = On)
		R	R	R	R	R	R	R	R	Cocktail Cabinet (1 = Cocktail)
		D	D	D	D	D	D	D	D	R,C,L Coin Switches (0 = On)
		R	R	R	R	R	R	R	R	SLAM (0 = On)
0C02	R	D	D	D	D	D	D	D	D	Player 2 Fire Switch (0 = On)
0C03	R	R	R	R	R	R	R	R	R	Player 1 Fire Switch (0 = On)
1000-100F	R/W	D	D	D	D	D	D	D	D	Player 2 Start Switch (0 = On)
1404	W	D	D	D	D	D	D	D	D	Player 1 Start Switch (0 = On)
140C	W	D	D	D	D	D	D	D	D	Vertical Mini-Trak Ball™ Inputs
1600	W	D	D	D	D	D	D	D	D	Player 1 Joystick (0 = Up)
1680	W	D	D	D	D	D	D	D	D	Player 2 Joystick (0 = On)
1700	W	D	D	D	D	D	D	D	D	Custom Audio Chip
1800	W									Playfield Color RAM
1C00	W	D	D	D	D	D	D	D	D	Motion Object Color RAM
1C01	W	D	D	D	D	D	D	D	D	EA ROM Address & Data Latch
1C02	W	D	D	D	D	D	D	D	D	EA ROM Control Latch
1C03	W	D	D	D	D	D	D	D	D	EA ROM Read Data
1C04	W	D	D	D	D	D	D	D	D	IRQ Acknowledge
1C07	W	D	D	D	D	D	D	D	D	Left Coin Counter (1 = On)
1C01	W	D	D	D	D	D	D	D	D	Center Coin Counter (1 = On)
1C02	W	D	D	D	D	D	D	D	D	Right Coin Counter (1 = On)
1C03	W	D	D	D	D	D	D	D	D	Player 1 Start LED (0 = On)
1C04	W	D	D	D	D	D	D	D	D	Player 2 Start LED (0 = On)
1C07	W	D	D	D	D	D	D	D	D	Trak Ball™ Flip Control (0 = Player 1)
2000	W									WATCHDOG Clear Mini-Trak Ball™ Counters
2400	W									Program ROM
2000-3FFF	R									

Centipede™



Synchronizer

CAT Box Preliminary Set-Up

Power Input

Microprocessor

Address Decoder

RAM

ROM

Memory Map

Section of 037241-01 F

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